6. The method of claim 5, wherein the audio engine and/or module application performs the mixing audio data and noise to a first ratio and the mixing audio data and noise to a second ratio.

7. The method of claim 6, wherein the mixing is performed on the fly.

8. The method of claim 7, wherein the mixing is performed by the audio engine and/or module application with the input.

9. The method of claim 7, wherein the mixing is performed by the audio engine and/or module application based on the input.

10. The method of claim 5, wherein the input consists of an input from a subject whom is receiving the aural rehabilitation.

11. The method of claim 5, wherein the input comprises input from a subject whom is receiving the aural rehabilitation.

12. A method for aural rehabilitation comprising:

executing an audio engine and/or module application on a processing hardware,

delaying an audio data for a first delay time,

receiving an input, and

delaying an audio data for a second delay time.

13. The method of claim 12, wherein the audio engine and/or module application performs the delaying an audio data for a first delay time and the delaying an audio data for a second delay time.

14. The method of claim 13, wherein the delaying is performed on the fly.

15. The method of claim 12, wherein the delaying is performed by the audio engine and/or module application based on the input.

16. The method of claim 12, wherein the input consists of an input from a subject whom is receiving the aural rehabilitation.

17. The method of claim 12, wherein the input comprises input from a subject whom is receiving the aural rehabilitation.

18. A method for aural rehabilitation comprising:

executing an audio engine and/or module application on a processing hardware,

time compressing an audio data for a first time compression ratio,

receiving an input, and

time compressing an audio data for a second time compression ratio.

19. The method of claim 18, wherein the audio engine and/or module application performs the time compressing an audio data for a first time compression ratio and the time compressing an audio data for a second time compression ratio.

20. The method of claim 19, wherein the time compressing is performed on the fly.

21. The method of claim 18, wherein the time compressing is performed by the audio engine 134 and/or module application based on the input.

22. The method of claim 18, wherein the input consists of an input from a subject whom is receiving the aural rehabilitation.

23. The method of claim 18, wherein the input comprises input from a subject whom is receiving the aural rehabilitation.

24. A method for aural rehabilitation comprising:

executing an audio engine and/or module application on a processing hardware,

distorting an audio data to a first distortion level,

receiving an input, and

distorting an audio data to a second distortion level,.

25. The method of claim 24, wherein the audio engine and/or module application performs the distorting an audio data to a first distortion level and the distorting an audio data to a first distortion level,.

26. The method of claim 25, wherein the distorting is performed on the fly.

27. The method of claim 24, wherein the distorting is performed by the audio engine and/or module application based on the input.

28. The method of claim 24, wherein the input consists of an input from a subject whom is receiving the aural rehabilitation.

29. The method of claim 24, wherein the input comprises input from a subject whom is receiving the aural rehabilitation.

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